

50105

2.9. hour nine

Who goes on break this hour?

2.9.1. event - employee area

The telephone built-in to the facsimile machine begins to ring. Do you answer it?

No: A fax comes after the phone stops ringing. "+1 Strike to [Employee] for inadequate phone etiquette."

Yes: "This is...I have reason...Are you...?"

No: "You must...luck."

Yes: "Good...you soon."

Other: "You are...when I can."

2.9.2. customer - garage

A familiar pickup truck crashes through the garage door. How do you avoid getting hit? (Wicked)

Success: You narrowly evade the truck as you see the woman driving it fly through the windshield and hit the garage wall from not wearing a seat-belt. She seems to be dead.

Failure: What starts to hurt when you realize the woman driving came through the windshield and right at you? The woman seems relatively unharmed. (Gain one ally.)

2.10. hour ten

Who needs a bathroom break?

2.10.1. event - bathroom

What thought do you focus on to relax? (Reduce one damage)

2.10.2. customer - store

A hungry [Animal] drops five dollars on the ground, grabs a bag of chips and walks out.

Chase: The animal drops the chips and flees.

Fight (Tricky): With bright red eyes the animal strikes toward your throat. How do you defend?

Success: Where do you hit the animal to cause it to leave without the chips?

Fail: Where are you struck before the animal leaves with the snacks?

2.11. hour eleven

Who sees the oncoming horde of 2d6 bitten people shambling toward the gas station on the only road?

2.11.1. event - fueling station

Evade: You see what looks to be hundreds of eyes staring at you from the woods. You have nowhere to run.

Continue Into Woods: What are your final words as you enter the woods? The sound of ripping flesh, tearing meat and the gnashing of teeth fills the otherwise silent night.

Fight (Difficulty Equal To Bitten Involved): How do you fight the 1d4 which catch up to you? (Repeat until all bitten or employees are dead)

2.11.2. customer - car wash

You see 1d20 military vehicles covered in blood lined up. The soldiers inside look tired from a long night. The total tip is 1d100 dollars.

2.12. hour twelve

Who helps clean up the garage?

2.12.1. customer - garage

A [Customer] approaches wearing coveralls. "Hello, I'm ____, I called earlier about the nighttime mechanic position?" (Gain one ally)

2.12.2. event - employee area

A fax comes in on the facsimile machine.

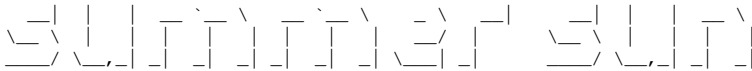
"We are currently closed for renovations. New work will be provided during construction."

3. notice

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27. hour seven

Who needs to use the bathroom?

27.1. customer - bathroom

You discover a large pile of blood mixed with puke and blood. From behind, you hear the heavy breathing of someone who is about to be violent.

How do you react?

Flee (Hard): How do you get past the creature behind you?

Success: Where do you go after evading?

Fail: How do your pants smell as you flee?

Fight (Wicked): How do you defend yourself?

Success: Where do you go after strike?

Fail: Where do you go after you are bitten?

(Add 'Bitten' as a character trait. Heal one damage and gain one notch each time you

damage a human.)

Talk (Easy): What do you say to avoid conflict?

Success: You turn around to see a gaunt

man with teeth bared at you. You dodge his

lunge toward you and lock him in the bath-

room. Where do you go now?

Fail: Where do you go after you are bitten?

(Add 'Bitten' as a character trait. Heal one damage and gain one notch each time you

damage a human.)

27.2. event - store

You see as 1d4 bitten people (Employees may

volunteer) are approaching the store slowly. You

either have to flee or fight because they don't look

interested in talking. (Employees roll against

each other in conflicts)

Flee (Easy): What do you use to slow their ap-

proach?

Success: Where do you go after evading?

Fail: Where do you go after you are bitten?

(Add 'Bitten' as a character trait. Heal one damage and gain one notch each time you

damage a human.)

Fight (Difficulty Equal To Bitten Involved):

How do you fight?

Success: Where do you go after you have

defeated all of the bitten people?

Fail: Where do you go after you are bitten?

(Add 'Bitten' as a character trait. Heal one damage and gain one notch each time you

damage a human.)

28. hour eight

Who sees the [Vehicle] coast into the gas station?

28.1. customer - fueling station

You see [Customer] and 1d4 passengers scream- ing to be filled up on fuel quickly. Do you fill them up?

Broken Gas Pump (Hard): One of the passen-

gers is bitten and begins to attack the rest. How

do you help the customers?

Leave: You hear screams as the customers

are chased into the surrounding forest.

Success: The remaining customers become

allies.

Fail: How does the bitten passenger mor-

tally wound all of the others before escap-

ing into the woods?

Yes: The driver tosses you a wallet with 1d100

dollars in it after you finish.

No (Wicked): How do you defend yourself from

the customers?

Success: What does the driver scream at

you as they run away?

Fail: How are you kept on the ground as

they fill up their car themselves?

28.2. event - car wash

You see [Animal] dragging [Item].

Trade: After exchanging, the friendly [Animal]

flees into the woods.

Steal:

The animal flees but looks back at you ____

before entering the woods.

Help: You are led to a spot in the nearby forest

where [Item] sits on a tree stump. When you look

around, the [Animal] has disappeared.

Talk: You are ignored as the [Animal] struggles

with the [Item].

Fight: The [Animal], clearly exhausted, falls over

dead before you can strike. It's final look toward

you promises vengeance. (Lose all notches)

2. setup

Summer Sun module for camp counselors searching for missing summer camp children.

1. introduction

press un

camp counselor

Hello, my name is ____.

Some people would say I'm ____.

I would be a good counselor because I am ____, ____, and ____.

Sometimes I can be ____ and ____ but I assure you it won't be a problem.

I never leave home without my trusty ____.

Hope to hear from you soon!

1	Loner	11	Popular
2	Jock	12	Diva
3	Cheerleader	13	Valedictorian
4	Musician	14	Gamer
5	Artist	15	Religious
6	Stoner	16	Edgy
7	Bully	17	Metalhead
8	Thespian	18	Skater
9	Delinquent	19	Weeaboo
10	Bookworm	20	Scout

3. play

Camp counselors are looking for the four summer camp children¹ which are lost in the Summer Sun module. Upon finding them, the counselors must go off of the map² to reach safety. If counselors are split into two or more groups, they are in a competition against one another for who can rescue the most children.

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¹ Found on the 'King' cards

² The thirteen by four grid of cards which makes the map

summer sun

pressun press

1. introduction

Midwest Mysteries module for a forest adventure. A deck of playing cards is required for play.

2. setup

Place all fifty-two cards face-down on the table in a four by thirteen grid.

3. play

Place tokens or figures representing characters in the four corners of the grid and flip over those cards. Players may move one card per round.

Use charts to determine scenario when cards are flipped up.

easy	tricky	hard	wicked
♠	♣	♦	♥
1	2	3	4

A	2	3	4	5	6	7	8	9	10	J	Q	K
1	2	3	4	5	6	7	8	9	10	11	12	13

3.1. ♠ - easy

3.1.1. ♠ - ace

You see a trail of ____ leading off of the path, do you follow it?

1	2	3	4
Blood	Entrails	Hair	Bile

Yes: A disembodied hand is clutching [Item].

No: You step back into a figure standing behind you. In its shadow on the ground, you see claws reaching for you. How do you get away?

Success: You get away unscathed but the creature might still be following.

Fail: A claw takes a swipe, where does it damage you?

3.1.2. ♠ - two

You trip over the body of a ____, do you inspect it?

1	2	3	4
Feral Hog	Counselor	Wolf	Bear

Feral Hog: This animal appears to have been butchered and is missing their fattier meats.

Counselor: This person looks butchered. The fatty meats are gone. You do not recognize them.

Wolf: This animal appears to have been shot with a gun in the hind quarters and has bled out.

Bear: This animal appears to have been shot with a gun in the hind quarters and has bled out.

3.1.3. ♠ - three

You see a bear with two cubs while walking on a forest trail. How do you avoid detection?

Success: The bear passes without noticing you.

Fail: The bear growls. What do you do?

Flee (Tricky): What's your escape plan?

Success: You make it to back to safety without any injury.

Fail: Where are you bit before you get away?

Scare (Hard): How do you intimidate?

Success: The bear backs up along with the cubs until it is out of sight.

Fail: Where are you bit before you get away?

Fight (Wicked): Where do you strike?

Success: You kill the bear. The cubs look confused as to why the bear is not moving as you leave.

Fail: Where are you bit before you get away?

2.5. hour five

Who needs to get a breath of fresh air or a quick huff of gasoline of over by the fueling station?

2.5.1. event - car wash

From down the street you see the silhouettes of multiple people shambling toward the gas station from down the street illuminated by the headlights of a car also coming down the street. Do you want to keep watching?

No: You hear a dull thud coming from outside but increase your music volume to drown it out.

Yes: As you watch, the pickup truck from earlier rams one of the shambling figures as it skids into the fueling station.

Leave Garage: You close the door, lock it, and go somewhere else in the gas station.

2.5.2. customer - fueling station

The woman in a pickup truck from earlier pulls up pointing a pistol at you. "Fill two cans of gas and all the headlights you can spare. Please." She holds up two \$100 bills. Do you do so?

No (Wicked): She fires at you before speeding off again. How do you evade?

Success: She misses every shot but hits the gas pump, breaking it.

Fail: Does the fire from the exploding gas pump or a bullet hit you?

Yes: You fill up the two cans and drop an armful of headlights into the bed of her truck. She hands you the \$200 and speeds off before you realize it's not enough for everything.

Fight (Wicked) How do you get the gun from her?

Success: You get the pistol as she slams on the gas pedal and squeals out of the parking lot.

Fail: Where are you hit as she drives off?

2.6. hour six

Who is taking a break this hour?

2.6.1. event - employee area

As you enter the employee area you see the back door is currently open. Do you close it?

No: You let the cool night air freshen up the stagnant break room while you spend your break.

Yes: A freakishly thin woman bears her bloody teeth as she steps into the doorway when you approach the door. How do you react?

Flee (Easy): What do you use to slow her down?

Success: Where do you run to after you leave the employee area?

Fail: Where do you go after you are bitten? (Add 'Bitten' as a character trait. Heal one damage and gain one notch each time you damage a human.)

Fight (Tricky): The creature lunges for you, teeth bared. How do you avoid getting bitten?

Success: Where do you run to after you leave the employee area?

Fail: Where do you go after you are bitten? (Add 'Bitten' as a character trait. Heal one damage and gain one notch each time you damage a human.)

Talk (Easy): The creature screams as she pounces toward you. How do you avoid getting bitten?

Success: Where do you run to after you leave the employee area?

Fail: Where do you go after you are bitten? (Add 'Bitten' as a character trait. Heal one damage and gain one notch each time you damage a human.)

2.6.2. customer - garage

You hear a pounding and a scream on the garage door, do you open it?

No: You turn up your music to drown them out.

Yes: As you open the garage door you see nothing there.

Yes - Employee Going To Garage: You recognize the voice of one of your fellow employees. You might get a strike from management if you do not help them.

2.3. hour three

Who is taking a break this hour?

2.3.1. customer - garage

A man on a motorcycle putters in to garage. He

looks like he's been in a crash but doesn't seem to

be majorly hurt. Do you ask him about the crash?

No: You fix what you can on his bike but it will

probably only hold for the ride home.

Yes: "Some crazy pickup truck ran me off the

road. The driver must have been on drugs or

something." He mutters as he speeds away after

2.3.2. event - employee area

You have to spend an hour in here. Do you want

to raid the fridge, sit on the couch, or try to break

into the lockers?

Fridge: Inside is an unopened soda with a glass

bottle with the name of a day shift employee writ-

ten on it. Do you drink it?

No: What do you think about for the re-

mainder of your break?

Yes (Easy): It is not a twist off but it should

be easy to open. How do you open it?

Success: The cap come off with a

satisfying pop. As you take your first

gulp a fax comes in from the facsim-

ile machine. It reads, "+1 Strike to

[Employee Name] for improper em-

ployee refrigerator etiquette."

Couch: You try laying on the couch but some-

thing hard underneath is making you uncomfort-

able. Do you want to sit at the lunch table or see

what is underneath the cushion?

Table: How do you entertain yourself for

an hour at the table?

Cushion: Beneath the cushion you find a

loaded snub-nosed revolver inside of a

brown paper bag.

Lockers: You entertain yourself for an hour

reading articles in the porno magazines a

day shift employee left in their locker.

2.4. hour four

Who is going to the store to get something to keep

them awake?

2.4.1. event - store

The reception on the ancient television is shaky at

best. A "Breaking News" report is coming in with

brightly colored graphics.

This just in. Reports of (static) have been com-

ing in all night. Witnesses are reporting (static)

and eating (static) flesh. The police are asking

for everyone (static) all over. More news after

these messages...

The reception goes to complete static after the

broadcast.

2.4.2. customer - bathroom

A man clutching his bleeding arm asks the

_____ where the bathroom is. He could be a

junkie or just injured but something seems off

about him. You remember there is an ancient

double-barrel shotgun underneath the counter

of the store. Do you tell him where the bath-

rooms are?

No: He spits blood on you. How do you react?

Success: He shakes violently as he

falls to the ground.

Fall: Where does he hit you before

you can get away?

Fight (Hard): How do you strike?

Success: He falls to the ground and

begins to shake violently

Fall: How does he counter your at-

tack before you can get away?

Talk: He falls to the ground and begins to

shake violently.

Yes: You point toward the bathroom where he

shuffles off.

3.1.4. ♠ - - four

The tall kicks up around you. You notice large

fallen branches suspended above your head begin

to fall down toward you. How do you avoid

them?

Success: The branch crashes next to you and

splinters fly harmlessly.

Fall: Where does the branch hit you when it falls?

3.1.5. ♠ - - five

You hear a click and look down as a leg trap is

about to spring on your ankle. What do you do?

Success: You narrowly get your foot out of the

trap before it clamps down.

Fall: Your ankle is caught in the rusty teeth of the

trap. Pain shoots up your leg as you fall over.

You are stuck here till you can escape (Roll over

current damage) but you could easily make things

worse (Inflict more damage) in the attempt.

3.1.6. ♠ - - six

You see a fork in the road with one path well trod-

den and one less traveled. Which do you take?

Well Trodden: Move one card vertically.

Less Traveled: Move one card horizontally and

gain notches equal to its value.

3.1.7. ♠ - - seven

You stumble upon the remains of an abandoned

log cabin. You hear the sound of something fall-

ing over within its crumbling walls. Do you take

a look inside?

No You turn on your heel and walk away. You

have a sneaking suspicion you are being watched.

Look Back: You think you see a shaking in

a nearby bush, but it could just be the wind.

Fall: A raccoon hisses at

you and scurries off.

Yes You enter the dark cabin to find animals have

tom up the interior. Feces and broken furniture

are strewn on the floor. A raccoon locks eyes

with you, bears its fangs, then jumps out of the

nearest broken window. There doesn't seem to be

anything useful in the cabin.

Check Under Floorboards: The floorboards

are easily pried open revealing a adult hu-

man skeleton holding a rusty machete.

3.1.8. ♠ - - eight

You find the words _____ written in _____ on

paper ink skin pigment a log

1 "they are hungry"

2 "they look like us"

3 "they are not human"

4 "they lie to you"

3.1.9. ♠ - - nine

The smell of skunk blows in, would you like to

try to follow it?

No: A man in a tie-dye shirt, marijuana joint dan-

gling from his mouth and bright red eyes comes

from the bushes with a pistol. He screams:

"Are you the _____?"

1

2

3

4

Police Cannibals Aliens Communists

What do you say?

No: He says: "I am too paranoid," while

dropping the lit joint on the ground, and re-

turning to the woods.

Smoke Joint: Add 'Stoned' to charac-

ter sheet.

Yes: He starts firing with his eyes closed.

How do you avoid his shots?

Success: He misses every shot till he

is out of ammunition. He flees while

screaming: "I did nothing wrong!"

Fall: Where does a bullet strike you

before the man flees?

Yes: You find a man in a tie-dye shirt pulling a

marijuana joint, he asks "Is there free will?" and

offers you the joint.

No: He says "I knew you'd say that, man.

It's like we're all being controlled by some-

thing or someone, you know?" He walks

away without another word.

Yes: He says "I knew you'd say that, man.

That's what 'they' want you to believe." He

walks away without another word.

Smoke Joint: Add the character trait

'Stoned' to character sheet.

3.1.10. ♠ - ten

You see a granite altar with two lit candles on it. Runes are inscribed in the side. One candle goes out when you approach, do you re-light it?

Yes: You feel at peace with yourself as you relight the candle. (Gain one notch)

No: You leave feeling cold and lost.

Destroy Altar: Storm clouds blow in quickly. The wind kicks up around you. A streak of lightning strikes the altar. How do you evade the pieces of the altar hurling at you?

Success: Storm clouds clear around you.

Fail: Where do you pick out stones from?

3.1.11. ♠ - jack

A slightly rusty axe with a white ash handle is sunk into a tree stump. Do you take it?

No: You leave without incident

Yes: A voice comes from the tree line: "THIEF!" How do you react?

Flee (Tricky): How do you escape?

Success: You leave with your axe.

Fail: What do you trip when you fall and lose the axe down a ravine?

Fight: Where do you strike?

Success: Where does blood spray?

Fail: Where does his axe strike you?

Talk (Wicked): How do you calm the man?

Success: He walks away, muttering.

Fail: The man snatches the axe and curses you in his native language before walking away.

Drop Axe: The man takes it and leaves.

3.1.12. ♠ - queen

You encounter another counselor you've met once before tied to a tree with heavy ropes. Do you attempt to free them?

No: You walk away listening to the counselor's screams and pleas for help.

Yes: How do you free them?

Success: You free the counselor from the ropes and gain a new ally.

Fail: How do you hurt yourself in the attempt? Tears well up in the counselor's face as you fail to free them from bondage. You may keep attempting (Roll over current damage) but you may keep getting injured.

3.1.13. ♠ - king

A child's scream comes from inside of a nearby cabin. The door is locked but the windows look breakable. Do you try to free the child?

No: You keep walking as the screams fade.

Yes: How do you try to get into this cabin?

Success: You get yourself in with little trouble. You untie the child.

Fail: How do you hurt yourself on the way in? You untie the child.

3.2. ♣ - tricky

3.2.1. ♣ - ace

You walk feeling watched. Suddenly a pale figure appears from behind a tree and reaches for you with bloody claws. How do you react?

Flee: How do you attempt to escape?

Success: As you get away the sounds of it's footfalls grows softer and softer until it is dead silent.

Fail: Where do one of the claws strike you before you get away?

Fight: Where do you strike the creature?

Success: Surprised at your resolve for violence, the creature flees till it disappears.

Fail: Where are you hit when it flees?

Other: You blink and the creature is gone. You must be seeing things.

3.2.2. ♣ - two

You find weather-worn children's clothes which do not match the uniforms the summer campers wear. Do you inspect the clothes?

No: You walk away from the grim scene.

Yes: You see the child's bones are still within the clothes but the skull is missing.

Bury Bones: You hear a "Thank You" come from behind you but when you turn there is no one there. (Gain one notch)

quick bite

pressun press

1. introduction

Second Shift module for an eventful night at the gas station. All jobs must be employed.

2. shift

Someone must answer the question each hour. If no one volunteers, roll for it.

2.1. hour one

Who needs to use the bathroom?

2.1.1. event - bathroom

You walk into a grisly sight. Puke is in the sink, blood is splattered on the wall. Day shift must've not done their job knowing Night Shift will get blamed for it if it remains till morning. Do you want to clean it up?

Yes: You spend the hour cleaning up the mess wondering if someone gave birth in the bathroom again or if someone overdosed.

No: You leave this mess for some other chump and leave without washing your hands.

2.1.2. customer - store

Cranky Randall stops in for his usual cheap smokes and even cheaper booze. He brings the malt liquor to the counter as you reach up to find Day Shift has not restocked his cigarettes. Do you tell Cranky Randall you are out of his cigarettes or go to get them yourself?

Stocker Is In Store: You grab the cigarettes for the cashier before Cranky Randall get's cranky.

Out Of Smokes: Cranky Randall curses you out, gulps down one of his malt liquors then asks for a different brand. He scowls at you as he leaves the store.

Get Smokes: Since Day Shift and the Stocker are both useless you must get the cigarettes yourself. When you return, Cranky Randall has already finished two malt liquor bottles and has brought up three more. He pays and leaves without incident.

2.2. hour two

Who is thirsty and heads to the drinking fountain in the car wash?

2.2.1. customer - fueling station

A woman named ____ who is rumored to ____ pulls her over-sized pickup truck into the fuel station. She sounds anxious when she says to "Fill 'er up." You notice how the front of her truck is dented with wet blood. Do you say anything?

No: She catches your eyes looking for a split second but lets you finish filling. She intensely locks eyes with you and hands you a crisp \$100 dollar bill before pulling into the car wash.

Question: "That's none of your damn business, kid." She scoffs as she pulls away into the car wash without tipping.

Statement: She looks even more anxious and stammers out: "I h-h-hit a deer on the way here" as she pulls into the car wash without tipping.

2.2.2. event - car wash

The woman named ____ pulls her pickup truck into the car wash. She seems impatient. You notice how the front of her truck is dented with wet blood. Do you say anything?

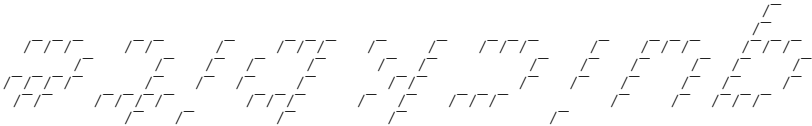
No: She intensely locks eyes with you and holds out a crisp \$100 dollar bill before speeding off after you have sprayed off the front of the truck.

Question (Easy): She speeds out of the car wash without paying after you wash off the front. How do you not get hit?

Success: You narrowly evade the truck as the tire squeal and she speeds away.

Fail: What part of the truck hits you as she speed away?

Statement: Her truck speeds out of the car wash without tipping.



3.2.3. ♣ - - t h r e e

You see a wolf caught in a small leg trap. Do you attempt to help even if you might get bit?

No: You walk till the whimpers fade away.

Yes: How do you avoid getting bit while freeing the wolf?

Success: After some close calls, you get the trap off and the wolf limps away without attacking you. (Gain one notch)

Fall: Where does the wolf's sink teeth into you when you get the trap off? (Gain one notch)

3.2.4. ♣ - - f o u r

A crumbling wooden bridge spans over a river you want to cross. It's near to the water and probably not lethal if you were to fall off but it would hurt. You need to get across this river. Do you attempt to cross?

No: You head back the way you came. (Return to a previous card)

Yes: Despite its appearance, the bridge is actually pretty stable as you make it across with no issue.

3.2.5. ♣ - - f i v e

You feel a rope tighten around your ankle as you are pulled upside down by a human-sized snare. How do you get yourself down?

Success: You land sorely on your back but are mostly unharmed other than a bit of rope burn.

Fall: How do you hurt yourself on the way down?

3.2.6. ♣ - - s i x

You approach a fork in the path. One way looks like an animal trail, the other looks like a hiking trail. Which do you take?

Animal Trail:

You see a _____ pass by as you walk. (Go to any adjacent card)			
1	2	3	4
Feral Hog	Deer	Wolf	Bear

Hiking Trail: You walk in a loop and come back to the same fork in the road. You figure out your mistake and continue on.

3.2.7. ♣ - - s e v e n

You hear the shouting of people in the treeline. Do you want to see what's going on?

No: You hear a distant gunshot as you walk away.

Yes: Two identical women seem to be wrestling over a single-shot shotgun which, in the struggle, ends up at your feet. What do you do?

Pick Up Gun: Both women tell you the other woman is an impostor and to shoot her. You have one shot in the shotgun. One has a scratched and bloody face. The other has dark bruising on her face and wrists. What do you do?

Attack Scratched Woman: You watch the life fade from her eyes as she mouths "Why?" to you as she falls over. You catch a glimpse of a smile and a wink from the other woman as she escapes into the woods.

Attack Bruised Woman: Black blood sprays as when you hit, causing the creature to stumble backwards. It's eyes turn black as it lets out an ear piercing scream which makes you cover your ears. It escapes into the woods with inhuman speed. The scratched woman says: "Thank you, that thing killed my sister" before following the creature, leaving you behind.

Other: You watch as claws emerge from the bruised woman to slash the throat of the other. In your shock you can't help but watch as the creature escapes into the woods.

3.2.8. ♣ - - e i g h t

As you walk you see _____, a sign to stay away.			
1	2	3	4
Human and animal heads on stakes	Legless corpses strung up in tree branches.	Entrails which create a straight line	Piles of blood-stained human clothes

3.2.9. ♣ - nine

A man wearing furs and carrying a bow approaches you. He asks you: "Do you have any marijuana?"

No: "Dammit!" he curses as he walks away.

No (Lie): Fine, keep your ditch weed.

Yes: Would you care to trade for these [1d6] shotgun shells?

No: "Fair enough." He shrugs as he walks away.

Yes: He smiles as you trade and wishes you well before he walks away.

Yes (Lie): "Don't lie to me!" He yells, pulling pointing his bow and arrow at you.

Fight (Hard): How do you not get hit?

Success: Where do you strike the killing blow?

Fail: Where do you get hit before the man takes your weed and gets away?

Talk: "You're not even worth talking to." He scoffs as he walks away.

Flee: "Now git gone!" He hollers as you run away.

3.2.10. ♣ - ten

An effigy made of woven twigs stands before you. It is your same stature and is wearing identical clothes. How do you react?

Destruction: You begin to feel a paranoid feeling like something is standing behind you. It's almost as if something is breathing down your neck. When you look, there is always nothing there. (Add 'Anxious' as a character trait)

Offering: You feel empowered as you walk away. (Gain one notch)

Offering Of Blood: You feel a rush of energy as you imbue this effigy with blood. (Gain one notch for each point of damage inflicted)

Other: You walk away with a sneaking suspicion you are being followed.

3.2.11. ♣ - jack

An old woman in a patchwork cloak approaches you in the woods. She carries a well-worn staff and a smile from ear to ear. How damaged do you look?

Hurt: "I have something to fix you right up" She says warmly, holding out a small vial to give you. Do you drink it?

No: "No problem, just trying to help" She says, walking away.

Yes: The woman is gone but you feel completely refreshed. (Heal all damage but lose all notches)

Try To Keep It: The vial and woman have mysteriously vanished without a trace.

Pretend To Drink: You hear cackling laughter in the distance as the vial and woman are nowhere to be found.

Unharmed: "Try to keep your skin intact, it may be useful to someone else." She cackles as she returns to the woods.

3.2.12. ♣ - queen

A counselor is tied up by the wrists on a nearby tree branch. A pack of [2d4] wolves jump to get a bite of flesh as legs kick and dangle. Do you help them get down?

No: The counselor begs you to come back as you walk away. Barks and screams can be heard for a long while before silence returns.

Yes: Do you scare the wolves away first?

No: You untie the ropes and the counselor falls into the pack of wolves. Do you help them get away from the wolves?

No: You hear the sound of skin and muscle tearing as you leave.

Yes: How do you help?

Success: You escape the wolves and gain a new ally.

Fail: What are the counselors final words?

Yes: How do you scare them away?

Success: You scare the wolves and gain a new ally.

Fail: Where do the wolves bite you before you escape with the counselor?

6.2. camp

Confidential military base of operations. Lieutenant Doe tells civilians to stay out of his way.

Child: Located in the tent of Lieutenant Doe. Fighting between creatures and soldiers begins upon player's arrival. Hard to get to the tents without getting hit.

Veteran: This military force is elite.

6.3. cabin

Woodie's underground home. There is one window to both the east and south. Simple bed with a fire pit in the center. Stakes and spears of white ash are hung everywhere.

Child: Found with Woodie warming up by the firepit. Woodie discourages anyone from leaving till the blizzard blows over. Creatures attack when the blizzard begins.

Hunter: A cabin with three walls surrounded by over a foot of soil is defensible.

6.4. lake

A partially frozen lake.

Child: Found unconscious on a piece of ice in the lake. Light enough to not sink. Creatures won't venture on the ice. Hard to get across.

Medic: Boot prints lead to camp.

6.5. cliff

A tall cliff overlooking the woods.

Child: A shrill scream is heard from above and the child is seen being pulled back and out of sight. Hard climb for the Climber and Wicked climb for anyone else. Child is found bruised, battered, but still alive. Hard to rappel back down with child.

Climber: Treacherous cliff, not for the faint of heart. Moccasin prints leading to cabin.

6.6. cave

The nest of most of the creatures in the area.

Child: Child screams from inside dark cave. Once in, multiple child screams can be heard from the child and the creatures. It is hard for the parent to discern the real scream and wicked for anyone else.

Parent: Hair stands up on the back of neck.

7. blizzard

When the blizzard begins at 07:00 (7AM) it will be tricky to move through each square traveled through. Creatures attack with hard strikes every hour. The blizzard lasts for four hours before clearing. Creatures withdraw after the blizzard dies down.

All tracks are wiped away after the blizzard and if the child is not found, they will never be.

8. notes

Search tools and their uses.

8.1. radio

Four square range. The powerful radio in the vehicle at A1 can broadcast so everyone can hear it

8.2. whistle

Only heard by close ears.

- 1 Stop
- 2 Go
- 3 Emergency

9. notice

I voluntarily dedicate this work into the Public Domain to encourage new creations.

Artists may:

- Use this work without restriction and for any purpose.
- Create copies to be shared without limit and for any purpose.
- Create derivative works without restriction, for any purpose, and without credit.
- Use this notice in your own work.

5.2. woodie

- 1 Hidden - roll encounter to hide from
- 2 Travel - walking toward the cabin
- 3 Fight - roll encounter to fight
- 4 Flee - roll encounter for Woodie to flee
- 5 Rest - napping beneath a pine tree
- 6 Wait - roll an encounter to pass by
- 7 Search - find a clue
- 8 Struggle - intestine hog-tied by "skin-stealers"

5.3. squad

- 1 Hidden - feel watched behind trees
- 2 Travel - marching toward cave
- 3 Fight - lower half of a person on the ground
- 4 Flee - soldier running from cave screaming
- 5 Rest - Night watch soldier is asleep
- 6 Wait - prevent players from searching square
- 7 Search - searching the area for something
- 8 Struggle - soldiers attacked in distance

5.4. wolves

- 1 Hidden - feeling watched from the bushes
- 2 Travel - walking toward lake
- 3 Fight - roll encounter to fight
- 4 Flee - fleeing from camp
- 5 Rest - wounded wolves laying down
- 6 Wait - starting into the direction of the river
- 7 Search - sniffing child-sized tracks
- 8 Struggle - caught in leg trap

5.5. bear

- 1 Hidden - grunt coming from the darkness
 - 2 Travel - walking toward cliff
 - 3 Fight - roll encounter to fight
 - 4 Flee - fleeing from cabin
 - 5 Rest - bleeding out
 - 6 Wait - starting into the direction of the cave
 - 7 Search - chewing on a child's item
 - 8 Struggle - stuck in a pitfall
- Hunter recognizes bear shouldn't be awake.
Locations which are sensitive to context. Events happen and insights are gained by specific people going to specific spots.

6.1. bridge

- Only place to get across the river.
- Child:* Round dangling from bridge by an intestine. Hard to pull the child up without falling into the river.
- Scout:* Choke point for those walking. Blood trail leads in the direction of the cave.

5.6. creature

- 1 Hidden - feeling of being watched from above
- 2 Travel - twigs snapping in the distance
- 3 Fight - roll encounter for distant screams
- 4 Flee - roll encounter something fleeing
- 5 Rest - corpse that looks butchered
- 6 Wait - complete silence
- 7 Search - child's item pointing toward the cave
- 8 Struggle - push someone into pitfall

5.7. coyote

- 1 Hidden - rustling from bushes
- 2 Travel - trotting toward child
- 3 Fight - roll encounter to fight
- 4 Flee - roll encounter to flee
- 5 Rest - eating off a corpse
- 6 Wait - starting toward the cabin
- 7 Search - body part in mouth
- 8 Struggle - stuck in Woodie's rabbit snare

5.8. juanita

- 1 Hidden - feel followed
- 2 Travel - walking toward cave
- 3 Fight - roll encounter to fight
- 4 Flee - roll encounter to flee
- 5 Rest - napping in a hammock
- 6 Wait - starting toward the cave
- 7 Search - find child's item
- 8 Struggle - stuck in pitfall

6. spots

- Locations which are sensitive to context. Events happen and insights are gained by specific people going to specific spots.
- Only place to get across the river.
- Child:* Round dangling from bridge by an intestine. Hard to pull the child up without falling into the river.
- Scout:* Choke point for those walking. Blood trail leads in the direction of the cave.

3.2.13. ♣ - king

You find a cabin in the woods. The boards look old but it doesn't look overgrown. Do you want to take a look inside?

No: You continue on without looking back.
Yes: It is clean inside without any dust. There is a well-made bed, stone fireplace, wool rug, and small wooden table by the bed. Is there anything you wanted to look at?

Bed: The faint hint of urine hits your nose when you near the bed. It seems to be a hardwood child's bed with a handmade quilt on top of it.

Closer Inspection: You find a large wet spot underneath the quilt. This could be bed-wetting or something might have scared this child.
Table: Small eye-glasses on the nightstand.

Fireplace: The fireplace looks like it has been used within the last week.
Place Hand In Fireplace: You feel the faint hint of warmth from some faintly smoldering coals.

Rug: Seems to be a hand-woven wool rug with a simple geometric pattern.
Move Rug: A small trapdoor lies beneath the rug. Do you go down?

No: Something is not right here and you want to leave.
Yes: Curiosity gets the better of you and you head into the darkness. You hear a scream and see the flash of a knife coming toward you, how do you prevent getting stabbed?

Success: You avoid the knife and in the light you see a summer camp child without his glasses, holding a knife, pants soaked. Without glasses you looked like something scary. After the child calms down you leave together.

Fail: Where does the knife stab before the child realizes you are not a threat?

3.3. ♦ - hard

3.3.1. ♦ - ace

1	Do you travel alone?
2	Are you traveling unarmed?
3	Do I look ugly?
4	Are you hunting here?
5	Do you eat meat?
6	Do you seek children?

No: "See you around then." She says as she flicks her hair and walks away.
Yes: The woman's teeth turn into fangs and bite toward you. How do you defend yourself?

Success: You move with resolve and shock the creature enough to flee out of sight.
Fail: Where do the fangs pierce you before the creature runs away?

Fight: You catch the creature by surprise and it flees with inhuman speed.
You pass by a woman's corpse, she appears to have been skinned.

Closer Inspection: This woman was likely skinned recently since no animals have touched this corpse.

3.3.3. ♦ - three

1	Fluffy
2	Skinny
3	Small
4	Big
5	Black
6	Shaggy

Friendly: You gain an ally.
Ignore: The dog follows you.
Friendly: You gain an ally.
Other: The dog snarls and runs away.

3.3.4. ♦ - four

You hear the unmistakable sound of cracking wood as you see a nearby dead tree is falling in your direction. How do you avoid it?

Success: The tree falls dangerously close but you remain unharmed.

Fail: Where does the tree fall on you?

3.3.5. ♦ - five

A picnic basket sits on a stump. Do you grab it?

No: You walk away as your stomach grumbles from lack of food. (Gain 1 notch)

Yes: As you approach you feel your footing give out from under you. You are falling into a hole, how do you catch yourself?

Success: You catch yourself and climb out.

Fail: Where do the spears at the bottom of the pit stab you?

3.3.6. ♦ - six

You reach a fork in the road. One continues on your current path, the other through a meadow.

Trail: You continue you on your path. (Move one adjacent card)

Meadow: You see indents left into the grass and flowers in this meadow. Almost as if something large landed here at one time.

Closer Inspection: You notice how not a single flower stem has been broken. If you had to guess, something shaped like a saucer landed here at some point.

3.3.7. ♦ - seven

Multiple adult screams come from one direction and a child's scream coming from the opposite direction. Which direction do you go?

Ignore: You continue till the screams fade away.

Child: As you run, you realize the scream is getting farther away until you are completely lost. The screaming dies down as abruptly as it came, you begin to feel like this could be a trap. You spin around to try to figure out where you are when the nails of a pale claw swipe for you face. How do you retaliate?

Success: You make it to the trail unharmed.

Fail: Where do you get struck before you flee back your your original trail?

Adults: You wander till you find someone else. (Move to or stay on a card with another character)

3.3.8. ♦ - eight

You find a wooden picket sign laying on the ground which says "_____"

1	LIBERATE ALL WAGE SLAVES
2	EAT ALL LANDLORDS NOW
3	BIG GOVERNMENT NO CORPORATIONS
4	4/20 INSIDE JOB
5	TAKE MEANS OF DEDUCTION
6	FREE SPEECH IS VIOLENCE

3.3.9. ♦ - nine

You see an old woman in ratty police uniform, including the hat, laying on the ground. What do you do?

Ignore: You continue you on your path.

Approach: As you come closer her hand drops and she takes her last breath, a loaded revolver falling to the ground.

Inspect Pockets: You find no badge, identification or anything else.

3.3.10. ♦ - ten

You hear chanting in the distance. Do you follow the sound?

No: You stray from the sound but find you walked right into it. A circle of dark robed stand in a circle holding hands. In a single moment all of the robes fall as if no one was in them and the chanting stops.

Yes: You try to find a source but the chanting ends before you can find it.

3.3.11. ♦ - jack

Embedded into a nearby tree you see a hatchet with a handle made from a human thigh. Do you take it?

No: You leave the strange object right where it is and continue on.

Yes: You pull the hatchet from the tree and feel a change. Your hatchet is thirsty. (Gain one notch for each kill with this weapon)

3.3.12. ♦ - queen

You accidentally sneak up on camp counselor. How do you dodge their shovel before they realize who you are?

Success: Gain one ally.

Fail: Where are you hit? Gain one ally.

4.1.2.2. loose grid search

- Minimum:** 3 Searchers - 2 Hours
- Probability of Detection: 60%.
- 38 Squares contain clues
- 26 Squares do not contain clues
- Move 3 squares roughly in direction of travel then search in adjacent squares

8			*	*	*	*		
7		*	*	*	*	*		
6	*	*	*	*	*			
5	*	*	*	*	*			
4	*	*	*	*				
3	*	*	*	*	*			
2	*	*	*	*	*			
1	*	*	*	*	*			
	A	B	C	D	E	F	G	H

8	*							
7	*	*						
6	*	*	*	*	*	*	*	
5	*	*	*	*	*	*	*	*
4		*	*	*	*	*	*	*
3		*	*	*	*	*	*	*
2			*	*	*		*	*
1						*	*	*
	A	B	C	D	E	F	G	H

4.1.2.3. tight grid search

- Minimum:** 4 Searchers - 3 Hours
- Probability of Detection: 80%.
- 51 Squares contain clues
- 13 Squares do not contain clues
- Move 2 squares directly in direction of travel then search in adjacent squares

8		*	*	*	*	*	*	
7	*	*	*	*	*	*	*	
6	*	*	*	*	*	*	*	
5	*	*	*	*	*	*	*	*
4	*	*	*	*	*	*		
3	*	*	*	*	*	*	*	
2	*	*	*	*	*	*	*	*
1	*	*	*	*	*	*	*	*
	A	B	C	D	E	F	G	H

8			*	*	*	*	*	*
7			*	*	*	*	*	*
6	*		*	*	*	*	*	*
5	*	*	*	*	*	*	*	*
4	*	*	*	*	*	*	*	*
3	*	*	*	*	*	*	*	*
2	*	*	*	*	*	*	*	*
1	*							
	A	B	C	D	E	F	G	H

5. events

Roll or use location number. Roll an encounter for each traveling player at 00:00 (Midnight), 01:00 (1AM), 02:00 (2AM), 03:00 (3AM), & 04:00 (4AM)

#	encounter	behavior	sign
1	Clue	Hidden	Tracks
2	Woodie	Travel	Item
3	Squad	Fight	Blood
4	Wolves	Flee	Part
5	Moose	Rest	Mark
6	Creature	Wait	Sound
7	Coyote	Search	Debris
8	Juanita	Struggle	Trap

5.1. clue

Pass a note to lone players when a clue is found to let them decide if they want to tell everyone else.

- Tracks - lead in the direction of child
- Item - Something is left matching description
- Blood - trail in direction of child
- Part - 1 Ear | 2 Toe | 3 Finger | 4 Tooth
- Mark - Even: Blaze⁷ | Odd: Twigs⁸
- Sound - Distant scream in direction of child
- Debris - Even: Branches⁹ | Odd: Trash
- Trap - Even: Leg¹⁰ | Odd: Pitfall¹¹

⁷ Vertical line carved in tree - straight ahead

⁸ Arrow in direction of travel

⁹ Broken like someone was here

¹⁰ Tricky to avoid | Tricky to get out of

¹¹ Hard to avoid | Easy to get out of

3. non-player characters

Roll for the motive of each non-player character.

3.1. creature

Apex predator stalking the child. Steals the flesh of others and mimics human⁴ voices. Cannot be killed except with a weapon of white ash.

1 Hunger - wants to eat

2 Companion - wants human to train

3 Play - enjoys toying with humans

4 Bait - using child to catch bigger prey

3.2. woodsman woodie

Hermit living in a nearby underground cabin.

1 Fugitive - hides from all authority

2 Paladin - shoots creatures⁵ on sight

3 Lonely - wants someone to be his friend

4 Mad - Mutters on about "skin-stealers"

3.3. lieutenant doe

Leader of a classified military platoon. Always with 1d6 other soldiers.

1 Exterminate - hunt hostile creatures

2 Contain - keep creatures in the woods

3 Silence - stop the spread of information

4 Search - look for creature's nest

3.4. janitor ciera

Tenager alone in the woods.

1 Creature⁶ - hungry for humans

2 Runaway - wants to live in the woods

3 Lost - made a wrong turn on a hike

4 Daring - looking for creatures

4. play

The players hear the following coming from their two-way radios:

We only have twelve hours before the bizzard comes in. We need to find _____ before then and get out. Good luck and godspeed! Over!

19:00 (7PM).

⁴ Only speaks four word sentences

⁵ Fires tricky shots behind broad cover

⁶ Only speaks four word sentences

4.1. actions

Black chess pieces represent the player's characters. Each hour players may travel or search.

4.1.1. travel

Move squares equal to speed of transportation.

4.1.2. search

Chessboard is used as a search grid. Players begin at the outside edge of the board. Each turn players move toward the opposite edge.

If only one person is searching, roll for an encounter. *Dice Search*: Roll d100 under Probability of Detection to succeed.

4.1.2.1. hasty search

• *Minimum*: 2 Searchers - 1 Hour

• Probability of Detection: 30%.

• 19 Squares contain clues

• 45 Squares do not contain clues

• Move 4 squares roughly in the direction of travel then search in adjacent squares

	8	7	6	5	4	3	2	1	A	B	C	D	E	F	G	H
8											*					
7			*			*						*		*	*	
6		*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
5		*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
4						*										
3						*	*	*	*	*	*	*	*	*	*	*
2							*	*	*	*	*	*	*	*	*	*
1														*	*	*

	8	7	6	5	4	3	2	1	A	B	C	D	E	F	G	H
8																
7																
6			*	*	*	*	*	*	*	*	*	*	*	*	*	*
5		*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
4						*										
3		*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
2																
1																

3.3.13. ♦ - king

A child screams from a burning cabin. Do you attempt a rescue?

No: You walk away as the sound of fire drowns out the screams.

Yes: The windows are boarded up and the door is closed. Which way would you like to enter?

Door - Handle: You attempt to turn the locked door handle and burn your hand slightly from the heat. (Receive 1 damage)

Door - Force: How do you try to break through the door?

Fail: The door withstands your abuse and the roof collapses on the cabin, instantly snuffing all screaming.

Success: You burst through the door. The rush of air causes flames to shoot out at you. You involuntarily piss yourself as you enter the burning building. The child is tied to a chair nailed to the floor. Do you want to deal with the ropes or the nails?

Leave: You escape as the fire drowns out the screams.

Rope - Untie (Wicked):

Success: You untie the ropes just in time to leave before the roof collapses.

Fail: A roof beam falls on you Do you want to prevent it from hitting the child?

Success: You deflect the beam and fire burns the ropes enough for you to break them and leave the cabin.

Fail: What are your last words as the cabin collapses on both of you?

Success: The window holds while the roof collapses, snuffing all screaming.

Fail: You untie the child and pull them out.

Success: You break through the window as flames shoot out which make you piss yourself.

Fail: The window holds while the roof collapses, snuffing all screaming.

4.1. actions

Black chess pieces represent the player's characters. Each hour players may travel or search.

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Move squares equal to speed of transportation.

4.1.2. search

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4.1.2.1. hasty search

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• Probability of Detection: 30%.

• 19 Squares contain clues

• 45 Squares do not contain clues

• Move 4 squares roughly in the direction of travel then search in adjacent squares

	8	7	6	5	4	3	2	1	A	B	C	D	E	F	G	H
8											*					
7			*			*						*		*	*	
6		*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
5		*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
4						*										
3						*	*	*	*	*	*	*	*	*	*	*
2							*	*	*	*	*	*	*	*	*	*
1														*	*	*

	8	7	6	5	4	3	2	1	A	B	C	D	E	F	G	H
8																
7																
6			*	*	*	*	*	*	*	*	*	*	*	*	*	*
5		*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
4						*										
3		*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
2																
1																

3.4. ♥ - wicked

3.4.1. ♥ - one

The hair on the back of your neck raises as you walk down the trail. Do you look around?

No: You feel female hands wrap around your stomach from behind. In a flash you see they have turned to claws. How do you get away?

Success: You break free but when you look around the woman is nowhere to be found.

Fail: Where are you slashed before the woman disappears?

Yes: You prepare yourself and spin around to see a woman standing behind you. She is covered in blood and may be bleeding.

Fight (Hard):

How do you look when you attack?

Success: Your resolve for violence surprises the woman and she flees.

Fail: The creature expected your retaliation. Where do fangs pierce you before the creature flees?

Talk: What do you say to the woman?

Question: She winks and disappears.

Statement: The woman laughs at you and walks behind a tree. Do you look behind the tree?

Yes: You find nothing behind the tree, not even a blood trail.

No: You leave feeling watched.

Flee (Easy): How do you look as you run away?

Success: You run on the trail until you feel like you are no longer watched.

Fail: You feel like something is constantly stalking you. (Add 'Paranoid' as a character trait)

3.4.2. ♥ - two

You find a man bleeding out. Do you help?

No: You hear a wet cough as you walk away.

Yes: How do you help?

Success: You stop the bleeding but it is too late for this man. He looks at you fondly in his last moments.

Fail: It is far too late to help and the man coughs with his last breath.

3.4.3. ♥ - three

Three raccoons stand on your path, they seem unwilling to leave.

Go Around:

Success: You avoid the raccoons without incident.

Fail: You get lost and turned around. (Move to a previous card)

Fight: How do attack multiple raccoons?

Success: Your wild attacks scare the raccoons off the path.

Fail: Where are you bit before the raccoons flee with some of your flesh?

Talk: What do you say to the raccoons?

Nice: The raccoons make way to let you pass.

Other: The raccoons snarl at you as you walk past them.

Toll: How do you approach when giving the raccoons a gift?

Calmly: The raccoons take your gift, and walk away.

Other: The raccoons snarl at you before taking the gift and leaving.

3.4.4. ♥ - four

A root may cause you to trip into a thorny bush. How do you prevent injury?

Success: You avoid the bush and continue on your way.

Fail: How do you injure yourself?

3.4.5. ♥ - five

You trigger a trip wire and a large rock falls from above you. How do you avoid it?

Success: You avoid injury and continue on the path.

Fail: Where are you hit by the rock?

3.4.6. ♥ - six

You see an unmarked trail which seems to head in the direction you want to go, do you follow it?

No: You continue on.

Yes: You follow the shortcut. (Move to one adjacent card)

2.5. loadout

Characters have winter clothes and this gear:

- Helmet d4
- Flashlight: d4
- Compass: d4
- Whistle: d4
- Wristwatch: d4
- Notepad & Pencil: d4
- Flagging Tape: d4
- First Aid Kit: d4
- Water Bottle: d4
- Two-Way Radio: d4

2.5.1. winter gear

Each player gains one notch for each rumor about the woods they come up with. Spend notches equal to gear number to buy this item. Players may share notches while together. Each player must at least have snowshoes.

2.5.1.1. snowshoes

Move 1 square per hour.

2.5.1.2. sled

Move 2 squares per hour if traveling away from the cliff, down the river, or toward the lake.

2.5.1.3. trekking poles

Required for using skis. Spend one notch to re-roll one die when maneuvering through snow.

2.5.1.4. skis

Move 2 squares per hour.

2.5.1.5. oar

Required to sail raft. Spend one notch to re-roll one die when maneuvering through water.

2.5.1.6. inflatable raft

Move on water 2 squares per hour.

2.5.1.7. snowmobile

Carry two passengers. Move 3 squares per hour.

2.5.1.8. two-seat helicopter

Carry³ two passengers. Move 4 squares per hour. Land only at Cliff or A1.

³ Only the Veteran, Climber, and Scout can pilot.

2.6. secrets

Optional: Assign one secret to each character.

2.6.1. paternity

Parent: Child is not yours and you are hoping they stay lost. *Not Parent:* Child is secretly yours and you want to escape together unnoticed.

2.6.2. spy

You're working for the military to prevent information about the woods from leaving at all costs.

2.6.3. journalist

You are undercover looking for a story to publish.

2.6.4. creature

You are a predator imitating a human. You want adults to freeze to death for winter food.

Vocal Tic:

- 1 Sentences of four words or less
- 2 No pronouns
- 3 Silent except when talked to directly
- 4 Monotone

2.6.5. acrophobia

You avoid being in high places.

2.6.6. vacation

Your vacation starts tomorrow and you need to be back at A1 by 7AM, kid or no kid.

2.6.7. sightseer

You want to visit all spots instead of searching.

2.6.8. hydrophobic

You avoid being near bodies of water.

2.6.9. vengeance

Your child died here and you want revenge.

2.6.10. suicidal

You would freeze to death to rescue this child.

2.6.11. claustrophobic

You avoid being in confined spaces.

2.6.12. drunk

You were intoxicated when you got the call. The bar opens at 7AM and you have a stool waiting.

8									
7									
6									
5									
4									
3									
2									
1									
	A	B	C	D	E	F	G	H	

2.3.1. river
Roll determines the empty square where the bridge is. Place white pawns to represent river.

2.3.2. camp
Note where the white rook is located but do not place the piece until found by players.

2.3.4. lake
Place white bishop to represent lake.

2.3.5. cliff
Place white queen to represent cliff.

2.4.4. medic (d6)
Gain one notch for not rolling in a violent conflict. Spend one notch to reduce one physical damage to another character.
• Body: d12
• Mind: d8
• Medical Training: d20
• Trailing Hound: d10 - Spend one notch to re-roll one die when tracking on trail

2.4.5. climber (d12)
Inflict one physical damage to gain one notch. Spend one notch to re-roll one die when travelling though difficult terrain.

• Body: d20
• Mind: d10
• Ice Axe: d4
• Rope: d6

2.4.6. scout (d10)
Gain one notch when damage is avoided. Spend one notch to re-roll one die when fleeing.

• Body: d4

• Mind: d8

• Walking Stick (White Ash): d6

• Binoculars: d10

2.4.2. hunter (d8)

Gain one notch for each clue found. Spend one notch to re-roll one die when shooting.

• Body: d6

• Mind: d4

• Double-Barrel Shotgun: d12

• Air Scent Dog: d20 - Spend one notch to re-roll one die when tracking from a clue.

2.4.3. veteran (d4)

Inflict one mental damage to gain one notch. Spend one notch to re-roll one die in a violent conflict.

• Body: d10

• Mind: d6

• Pistol: d12

• Knife: d20

3.4.7. ♣ - - seven

You find a _____. Probably made by a summer camp counselor's uniform. Do you follow it?

No: You continue on your path.

Yes: You follow it till you find someone. (Move to the same card as closest player character)

3.4.8. ♠ - - eight

You see orange flag markers used by the local search and rescue team while looking for missing people.

Inspect: These flags appear faded from being in the weather, probably since winter.

3.4.9. ♠ - - nine

You see a humanoid silhouette stumbling toward you. How do you act?

Approach: The man walks past you, obviously drunk, with a small smile and a wave.

Avoid: How do you attempt to get away?

Success: You dart into the woods and avoid an incident.

Fail: The man, offended, screams at you drunkenly as you obviously try to avoid him. "I don't smell, dammit!"

Talk: The drunken man is incoherent with his slurred responses. He walks away when he realizes you can't understand him.

Fight (Easy): How do you strike?

Success: You attack the drunken man, he falls over and cracks his skull on a nearby rock. He is no longer breathing.

Fail: The drunken man dodges your attack. Where does he punch you before continuing down the trail?

3.4.10. ♠ - - ten

You see a circular, barren patch of land surrounded by tall grass. This may be a "Fairy Circle," how do you act?

Leave: You leave without incident.

Offering: You feel like luck is on your side. (Add "Lucky" as a character trait. Character may spend one notch to re-roll one die.)

3.4.11. ♠ - - jack

You find a _____. Probably made by a summer camp kid.

1	Tie-dye shirt in your size
2	Braided friendship bracelet
3	Origami ninja star
4	Painted rock

3.4.12. ♠ - - queen

You see a man with a bloody claw about to strike a camp counselor's throat, how do you act?

Flee: You hear the gurgling of the counselor as you go away.

Fight: How do you attack?

Success: Outnumbered, the creature flees into the trees. You gain one ally.

Fail: The creature slashes the throat of the counselor and flees into the trees.

Talk: The creature ignores you and slashes the throat of the counselor before disappearing in the tree line.

3.4.13. ♠ - - king

A man with bloody fangs stands before the door of a cabin. A child is screaming from the inside. This man lunges for you violently. How do you react?

Flee (Hard):

Success: You evade the creature but do not know how to get back to the cabin from here.

Fail: Where does the creature bite before you can get away? You evade the creature but do not know how to get back to the cabin from here.

Fight: How do you look when you attack?

Success: You scare away the creature and unite the child.

Fail: Where are you struck before the creature flees? You unite the child after the creature leaves.

4. tables

Prompts when moving through flipped cards.

4.1. encounter

1	Creature	7	Choice
2	Corpse	8	Message
3	Beast	9	Vagrant
4	Hazard	10	Totem
5	Trap	11	Item
6	Shortcut	12	Counselor

4.1.1. creature

1	Eat	4	Speed
2	Claw	5	Stalking
3	Teeth	6	Impostor

4.1.2. corpse

1	Creature	3	Camper
2	Vagrant	4	Counselor

4.1.3. beast

1	Raccoon	4	Bear
2	Feral Hog	5	Deer
3	Wolf	6	Dog

4.1.4. hazard

1	Rock	5	Grass
2	Vine	6	Bridge
3	Root	7	Hole
4	Thorns	8	Water

4.1.5. trap

1	Pitfall	3	Deadfall
2	Snare	4	Leg Trap

4.1.6. shortcut

Odd	Loop
Even	Shortcut

4.1.7. choice

1	Resource	3	Help
2	Ambush	4	Plea

4.1.8. message

1	Warning	3	Clue
2	Creepy	4	Oddity

4.1.9. vagrant

1	Drunk	3	Squatter
2	Outlaw	4	Hunter

4.1.10. totem

1	Eldritch	3	Primitive
2	Druidic	4	Alien

4.1.11. item

1	Rock	6	Machete
2	Pitchfork	7	Axe
3	Torch	8	Lighter
4	Knife	9	Flashlight
5	Sweater	10	Crowbar

4.1.12. counselor

1	Attacked	3	Lost
2	Trapped	4	Injured

5. notice

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winter winds

pressun press

1. introduction

Midwest Mysteries module for the search & rescue of a child in the winter. A chess set is required for play.

2. setup

Roll¹ to assign child's description.

#	age	height	weight	hair	eye	race	mark	location
1	7	47-48	49-50	Black	Brown	Black	Scar	Cheek
2	8	50-51	56-57	Brown	Amber	Asian	Burn	Arm
3	9	52-53	62-63	Blonde	Blue	White	Birthmark	Nose
4	10	54-55	70-71	Red	Green	Hispanic	Checkmark	Hand
5	11	56-57	78-81	White	Hazel	Native	Wart	Eye
6	12	58-59	88-91	Grey	Grey	Mixed	Mole	Chin

_____ is _____ tall & weighs _____. With _____ hair, _____ eyes, & _____ skin tone.
Look out for a _____ on _____. Fears _____ & likes _____.
Last seen entering the forest carrying _____ & wearing _____.

2.1. location

Record a notch corresponding to each number rolled² on the following chart. Notched spots contain clues leading to other notched spots. The child is found at the final notched spot after exploring all other spots.

#	fear	likes	gear	clothes
1	Bridges	Kayaking	Inflatable Raft	Flotation Vest, Rubber Coveralls, Red Wool Sweater
2	Crowds	People	Binoculars	Digital Camouflage Outfit, Combat Boots
3	Strangers	Hunting	Gun	Orange Coat, Jeans, Black Shoes
4	Deep Water	Fishing	Ice Fishing Rod	Green Sweater, Fishing Vest, Rubber Boots
5	Heights	Climbing	Ice Axe	Blue Winter Coat, Cargo Pants, Hiking Boots
6	Dark	Spelunking	Flashlight	Grey Wool Blanket, White T-Shirt, Jeans, Socks

2.2. fear

Clues or the child will not be found here. Re-roll this number when rolling on other columns.

2.3. spots

Roll to determine spot locations on chessboard.

1	2	3	4	5	6	7	8
A	B	C	D	E	F	G	H

¹ Roll on Midwest Membership module for name

² Except "Fear"

c l i m b e r (d 1 2)

Inflict one physical damage to gain one notch. Spend one notch to re-roll one die when travelling through difficult terrain.

• Body: d20

• Mind: d10

• Ice Axe: d4

• Rope: d6

• Helmet d4

• Flashlight: d4

• Compass: d4

• Whistle: d4

• Wristwatch: d4

• Notepad & Pencil: d4

• Flagging Tape: d4

• First Aid Kit: d4

• Water Bottle: d4

• Two-Way Radio: d4

s n o w s h o e s (d 4)

Move 1 square per hour.

o a r (d 4)

Required to sail raft. Spend one notch to re-roll one die when maneuvering through water.

i n f l a t a b l e r a f t (d 4)

Move on water 2 squares per hour.

v a c a t i o n

You are going on vacation tomorrow and don't want to draw this search out. You need to be back at AI by 7AM, kid or no kid.

search party

pressun press

introduction

Player resources and pre-made characters for Winter Winds module.

_____ is _____ tall & weighs _____. With _____ hair, _____ eyes, & _____ skin tone.
Look out for a _____ on _____. Scared of _____ & likes _____.
Last seen entering the woods wearing _____ & carrying a _____.

hasty search

- *Minimum:* 2 Searchers - 1 Hour
- Probability of Detection: 30%.
- Move 4 squares roughly toward row 8 then search in adjacent squares

loose grid search

- *Minimum:* 3 Searchers - 2 Hours
- Probability of Detection: 60%.
- Move 3 squares roughly toward row 8 then search in adjacent squares

tight grid search

- *Minimum:* 4 Searchers - 3 Hours
- Probability of Detection: 80%.
- Move 2 squares directly toward row 8 then search in adjacent squares

radio

Four square range. The radio at A1 can broadcast so everyone can hear it

whistle

Only heard by close ears.

- 1 Stop
- 2 Go
- 3 Emergency

#	spot	character	piece
1	River	Parent	Pawn
2	Camp	Hunter	Rook
3	Cabin	Veteran	Knight
4	Lake	Medic	Bishop
5	Cliff	Climber	Queen
6	Cave	Scout	King

8								
7								
6								
5								
4								
3								
2								
1								
	A	B	C	D	E	F	G	H

1	2	3	4	5	6	7	8
A	B	C	D	E	F	G	H

notice

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medic (d6)

Gain one notch for not rolling in a violent conflict. Spend one notch to reduce one physical damage to another character.

- Body: d12
- Mind: d8
- Medical Training: d20
- Trailing Hound: d10 - Spend one notch to re-roll one die when tracking on trail
- Helmet d4
- Flashlight: d4
- Compass: d4
- Whistle: d4
- Wristwatch: d4
- Notepad & Pencil: d4
- Flagging Tape: d4
- First Aid Kit: d4
- Water Bottle: d4
- Two-Way Radio: d4

snowshoes (d4)

Move 1 square per hour.

sled (d4)

Move 2 squares per hour if traveling away from the cliff, down the river, or toward the lake.

drunk (d4)

You were intoxicated when you got the call. The bar opens at 7AM and you have a stool waiting.

veteran (d4)

Inflict one mental damage to gain one notch. Spend one notch to re-roll one die in a vio-

lent conflict.

• Body: d10

• Mind: d6

• Pistol: d12

• Knife: d20

• Helmet d4

• Flashlight: d4

• Compass: d4

• Whistle: d4

• Wristwatch: d4

• Notepad & Pencil: d4

• Flagging Tape: d4

• First Aid Kit: d4

• Water Bottle: d4

• Two-Way Radio: d4

snowshoes (d4)

Move 1 square per hour.

spy (d4)

You're working for the military to prevent information about the woods from leaving at

all costs.

parent (d20)

Gain one notch when engaging in a conflict to protect your child. Spend one notch to re-roll one die when within earshot of your child.

• Body: d4

• Mind: d8

• Walking Stick (White Ash): d6

• Binoculars: d10

• Helmet d4

• Flashlight: d4

• Compass: d4

• Whistle: d4

• Wristwatch: d4

• Notepad & Pencil: d4

• Flagging Tape: d4

• First Aid Kit: d4

• Water Bottle: d4

• Two-Way Radio: d4

trekking poles (d4)

Required for using skis. Spend one notch to re-roll one die when maneuvering through snow.

skis (d4)

Move 2 squares per hour.

suicidal (d4)

You would freeze to death to rescue this child.

hunter (d8)

Gain one notch for each clue found. Spend one notch to re-roll one die when shooting.

- Body: d6
- Mind: d4
- Double-Barrel Shotgun: d12
- Air Scent Dog: d20 - Spend one notch to re-roll one die when tracking from a clue.
- Helmet d4
- Flashlight: d4
- Compass: d4
- Whistle: d4
- Wristwatch: d4
- Notepad & Pencil: d4
- Flagging Tape: d4
- First Aid Kit: d4
- Water Bottle: d4
- Two-Way Radio: d4

snowshoes (d4)

Move 1 square per hour.

creature (d4)

You are a predator imitating a human and cannot speak more than four word sentences.
You want adults to freeze to death for winter food.

scout (d10)

Gain one notch when damage is avoided. Spend one notch to re-roll one die when fleeing.

- Body: d8
- Mind: d12
- Driving: d20
- Flare Gun: d4
- Helmet d4
- Flashlight: d4
- Compass: d4
- Whistle: d4
- Wristwatch: d4
- Notepad & Pencil: d4
- Flagging Tape: d4
- First Aid Kit: d4
- Water Bottle: d4
- Two-Way Radio: d4

snowmobile (d4)

Carry two passengers. Move 3 squares per hour.

journalist (d4)

You are an undercover journalist seeking the truth about what is in the woods.